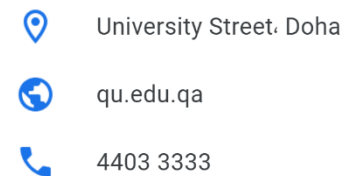
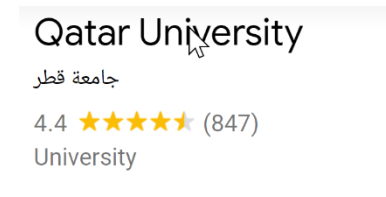




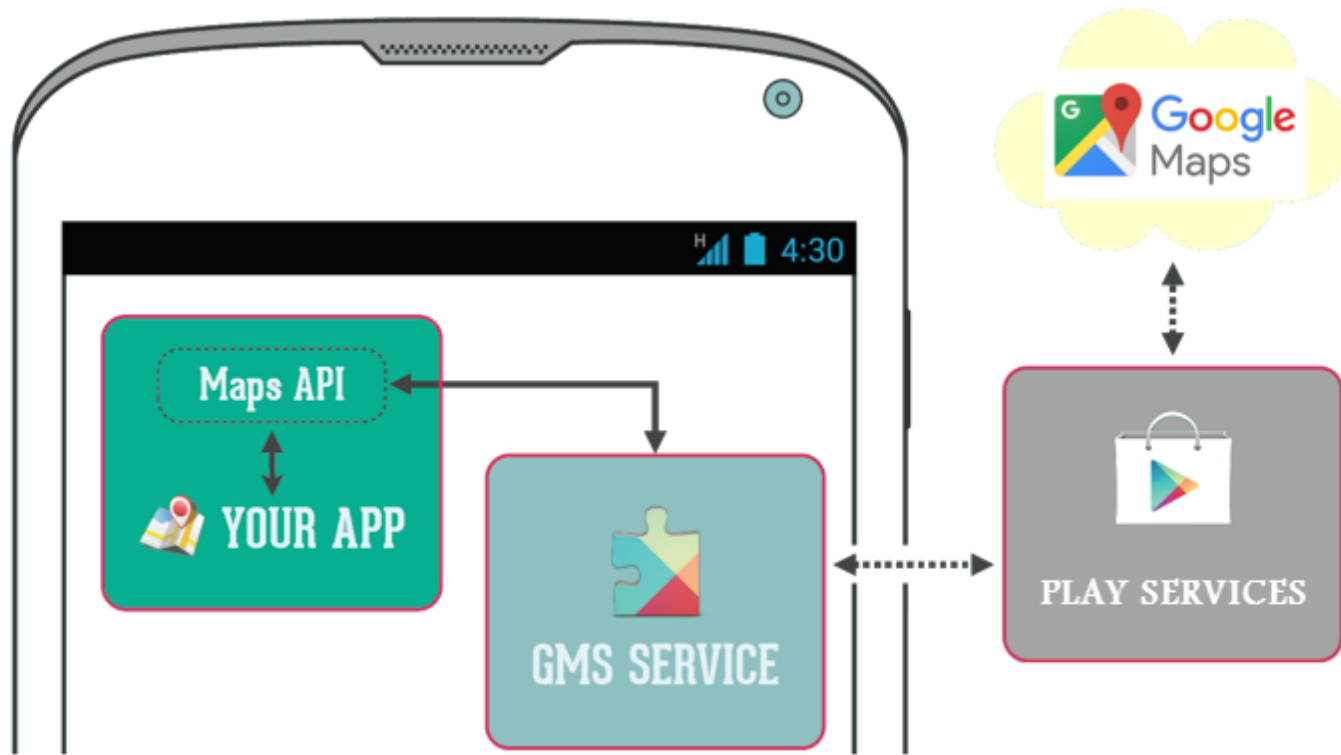
Google Maps

Google Maps Platform Key Services

- **Maps:**
 - Apps can integrate customized and interactive maps, satellite imagery and Street View imagery
- **Routes:**
 - Allow users to find the best route to get from A to Z using public transport, biking, driving, or walking.
 - Compute travel times and distances
 - Real-time traffic updates about the selected route
- **Places:**
 - Users can search details about million **points of interest** around the world including place names, addresses, images, contact information and reviews



Google Mobile Services (GMS)



- Add these dependencies to build.gradle

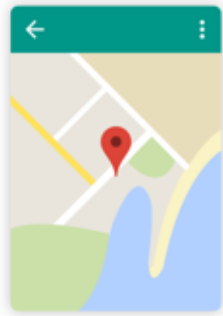
// Map & Location Services

```
implementation 'com.google.android.gms:play-services-maps:18.0.0'  
implementation 'com.google.android.gms:play-services-location:18.0.0'  
implementation 'com.google.maps.android:maps-ktx:2.3.0'  
implementation 'org.jetbrains.kotlinx:kotlinx-coroutines-play-services:1.5.2'
```

Typical Programming Tasks in Location-aware App

- Visualise data in a **custom map**
- Get the device **geolocation** (latitude & longitude)
- **Geocoding**: finding the GPS coordinates of an address
 - E.g., what are coordinates of Qatar University
- **Reverse Geocoding**: finding the address of a GPS coordinates
 - E.g., what is the address at
- **Location tracking** as the user moves
 - Uber track current location during the ride
- **Geofencing**: trigger an action/notification when the device is in area of interest
 - E.g., switch on the coordinator light when the user approaches the area of their home

Display a Map using MapView



- Use MapView component to display and interact with Google Maps
- Need to add Google Maps API key to *res/values/strings.xml* file
 - More details on how to get the API Key
<https://developers.google.com/maps/documentation/android-sdk/get-api-key>

```
<string name="google_maps_key">AIzaSyC6f0s...</string>
```

Customize Map

- The displayed map can be **customized** such as:
 - Add marker
 - Add overlay (e.g., image over the map)
 - Change the zoom level
 - Handle events such as Point of Interest (Poi) click event



```
// MapScreen
```

```
LaunchedEffect(mapView) {  
    val googleMap = googleMap.awaitMap()  
    mapViewModel.googleMap = googleMap  
    mapViewModel.onMapReady(location)  
}
```

```
/** MapViewModel  
 * Manipulates the map once available.  
 * This function is called when the map is ready to be used.  
 * This is where we can add markers or lines, add listeners  
 * or zoom to a location.  
 */  
fun onMapReady(location: Location) {  
    zoomToLocation(location)  
    addMarker(location)  
    addOverlayImage(location)  
    setOnPoiClick()  
    setOnMapLongClick()  
}
```

Add Marker

- Marker identify a location on the map at a particular geo coordinates
 - When the marker is clicked an **info window** displays the marker's title and snippet text

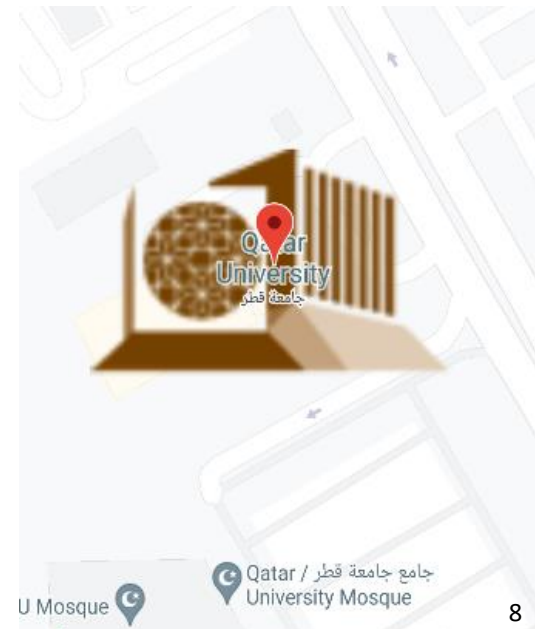
```
fun addMarker(location: Location) {  
    // A Snippet is a text displayed below the title  
    val snippetText = "Lat: ${location.latitude}, Long: ${location.longitude}"  
    val latLng = LatLng(location.latitude, location.longitude)  
    googleMap.addMarker {  
        position(latLng)  
        title(location.name)  
        snippet(snippetText)  
    }?.showInfoWindow()  
}
```



Add Overlay

- A ground **overlay** is an image that is displayed over the map at a particular geo coordinates
 - Overlays **size** and **orientation** changes when rotating, tilting or zooming the map

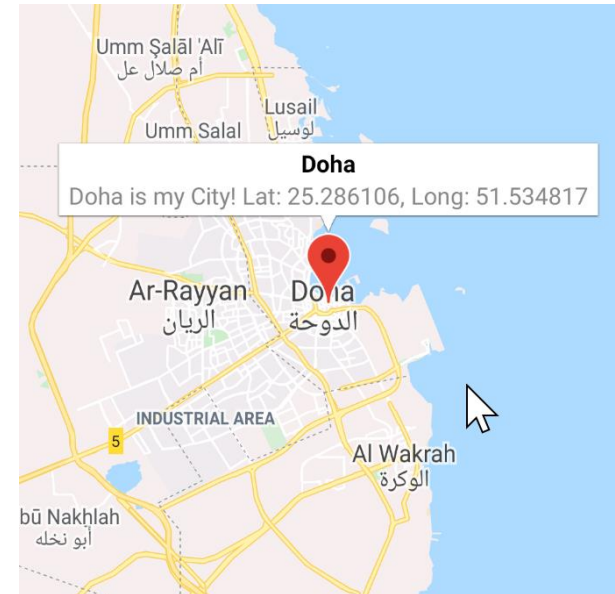
```
fun addOverlayImage(location: Location, overlaySize: Float = 100f, resourceId: Int = R.drawable.q_u_logo) {  
    val latLng = LatLng(location.latitude, location.longitude)  
    // Add overlay image at the specified location  
    googleMap.addGroundOverlay {  
        position(latLng, overlaySize)  
        image(BitmapDescriptorFactory.fromResource(resourceId))  
    }  
}
```



Zoom to a Location

- Zoom to a Location by moving the map view to a particular **geo coordinates** and change the zoom level
- Zoom level values:
 - 1: World
 - 5: Continent
 - 10: City
 - 15: Streets
 - 20: Buildings

```
fun zoomToLocation(location: Location, zoomLevel: Float = 15f) {  
    val latLng = LatLng(location.latitude, location.longitude)  
    val cameraUpdate = CameraUpdateFactory  
        .newLatLngZoom(latLng, zoomLevel)  
    googleMap.moveCamera(cameraUpdate)  
}
```



Zoom level 10

Other Map Customization

- Set the map type

```
googleMap.mapType = GoogleMap.MAP_TYPE_NORMAL // OR
```

```
googleMap.mapType = GoogleMap.MAP_TYPE_HYBRID // OR
```

```
googleMap.mapType = GoogleMap.MAP_TYPE_SATELLITE // OR
```

```
googleMap.mapType = GoogleMap.MAP_TYPE_TERRAIN
```

Handle Point of Interest (PoI) click event

- If you want to respond to a user tapping on a PoI, you can use `googleMap.setOnPoiClickListener`
 - poi parameter has the **placeId**, **name** and **geo coordinates** (i.e., **latitude** & **longitude**)

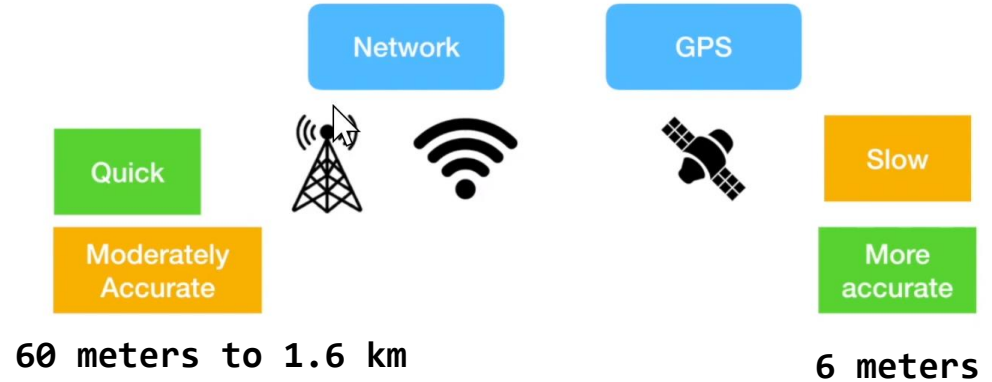


```
googleMap.setOnPoiClickListener { poi ->
    println(">> Debug. Clicked PoI placeId: ${poi.placeId}. Name: ${poi.name}")
    // A Snippet is Additional text that's displayed below the title.
    val snippet = "Lat:${poi.latLng.latitude}, Long: ${poi.latLng.longitude}"

    poiMarker = map.addMarker {
        position(poi.latLng)
        title(poi.name)
        snippet(snippet)
        icon(BitmapDescriptorFactory.defaultMarker(BitmapDescriptorFactory.HUE_YELLOW))
    }
    poiMarker.showInfoWindow()
}
```

Get User Location

- Request last known location of the user's device
 - Location is determined by the **LocationServices** using WiFi & Cellular Tower and/or GPS (Global Positioning System)



```
val fusedLocationClient =  
    LocationServices.getFusedLocationProviderClient(appContext)  
val lastLocation = fusedLocationClient.lastLocation.await()  
lastLocation?.let {  
    val currentLocation = "Lat: ${it.latitude} & Long: ${it.longitude}"  
    println(">> Debug: $currentLocation")  
}  
}
```

Request location updates

- To get the location (latitude and longitude) of the device at regular intervals you can use

`fusedLocationClient.requestLocationUpdates`

- The location provider invokes the [`LocationCallback.onLocationResult\(\)`](#) on a regular interval. The incoming argument contains a list [`Location`](#) object containing the location's latitude and longitude

```
fun startLocationUpdates() {
    val locationRequest: LocationRequest = LocationRequest.create().apply {
        interval = 10000 // every 10 seconds
        priority = LocationRequest.PRIORITY_HIGH_ACCURACY
    }
    fusedLocationClient.requestLocationUpdates(
        locationRequest, locationCallback
    )
}

private val locationCallback = object : LocationCallback() {
    override fun onLocationResult(locationResult: LocationResult?) {
        locationResult ?: return
        locationResult?.Locations?.forEach {
            deviceLocation = LatLng(it.latitude, it.longitude)
            println(">> Debug: Lat: ${it.latitude} & Long: ${it.longitude}")
        }
    }
}
```

Request Location Permission

- At runtime must ask for the permission to access the device's location using

rememberLauncherForActivityResult(
 ActivityResultContracts.RequestPermission())

// Register request permission callback, which handles the user's response to the system permission dialog

```
private val requestPermissionLauncher = rememberLauncherForActivityResult(  
    ActivityResultContracts.RequestPermission())
```

// Callback for the result from requesting permission

```
{ isGranted: Boolean ->
```

```
    if (isGranted) {
```

```
        // Permission is granted. Enable My Location button on the map  
        mapViewModel.enableMyLocation()  
    }
```

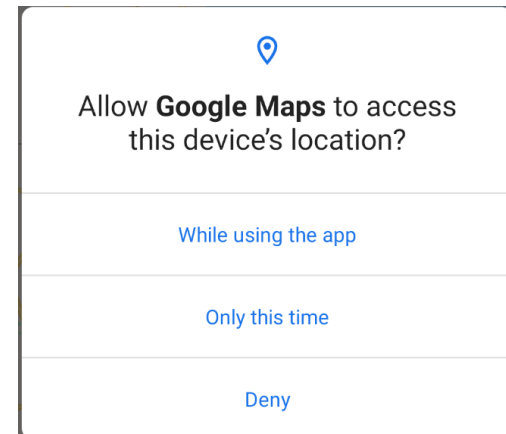
```
}
```

```
...
```

// Ask for the permission to access the user's device location

// The registered call back gets the result of this request

```
requestPermissionLauncher.launch(Manifest.permission.ACCESS_FINE_LOCATION)
```



Geocoding

- **Geocoding** is the process of converting an address (e.g., location name or a street address) into geographic coordinates (lat, lng), which you can use to place markers on a map, or zoom to that location on the map

Hamad International Airport @ Lat:
25.2608759 & Long: 51.613841699999995

```
/*  
    Geocoding = converting an address or location name (like a street address) into  
    geographic coordinates (lat, lng)  
*/  
private fun getGeoCoordinates(locationAddress: String): GeoLocation? {  
    val geocoder = Geocoder(this)  
    val coordinates = geocoder.getFromLocationName(locationAddress, 1)  
    return if (coordinates != null && coordinates.size > 0) {  
        val latitude = coordinates[0].latitude  
        val longitude = coordinates[0].longitude  
        GeoLocation(latitude, longitude)  
    } else {  
        null  
    }  
}
```

Reverse Geocoding

Lat: 25.2609 & Long: 51.6138 is Hamad International Airport, Doha, Qatar

- **Reverse geocoding** is the process of converting geographic coordinates (lat, lng) into a human-readable location address

```
/*  
    Reverse geocoding = converting geographic coordinates (lat, lng)  
    into a human-readable location address  
*/  
fun getLocation(lat: Double, lng: Double): Location? {  
    val geocoder = Geocoder(appContext)  
    val locations = geocoder.getFromLocation(lat, lng, 1)  
  
    return if (locations != null && locations.size > 0) {  
        val name = locations[0]?.featureName ?: ""  
        val city = locations[0]?.locality ?: ""  
        val country = locations[0]?.countryName ?: ""  
        Location(name, city, country, lat, lng)  
    } else {  
        null  
    }  
}
```


Resources

- Android Google Maps Codelab
 - <https://codelabs.developers.google.com/codelabs/advanced-android-kotlin-training-maps>
- Google Maps Android samples
 - <https://github.com/googlemaps/android-samples>
- Receive location updates in Android with Kotlin Codelab
 - <https://codelabs.developers.google.com/codelabs/while-in-use-location/>
- Adding geofencing to your map Codelab
 - <https://developer.android.com/codelabs/advanced-android-kotlin-training-geofencing>